

Variable	Mean	SD	Min	Max	Skewness	Kurtosis	Normality
Age	35.2	12.5	18	65	0.15	3.2	0.98
Gender	1.2	0.4	1	2	0.05	3.0	0.99
Marital Status	1.8	0.6	1	3	0.10	3.1	0.98
Education	12.5	2.1	9	16	0.20	3.3	0.97
Income	15000	8000	5000	30000	0.30	3.5	0.96
Health Status	2.5	0.8	1	4	0.12	3.2	0.98
Stress Level	3.2	1.1	1	5	0.18	3.4	0.97
Life Satisfaction	4.1	0.9	3	5	0.08	3.1	0.99
Work-Life Balance	3.8	1.0	2	5	0.15	3.3	0.98
Family Support	4.5	0.7	3	5	0.05	3.0	0.99
Community Involvement	2.8	0.9	1	4	0.10	3.2	0.98
Personal Growth	3.5	1.0	2	5	0.12	3.3	0.97
Relationship Quality	4.2	0.8	3	5	0.08	3.1	0.99
Overall Well-being	3.9	0.9	2	5	0.10	3.2	0.98

function, comprising:

5 play an audio stream in response to a received signal, wherein the audio play is
altered based on at least one signal traveling between the play audio module and the
decomposed media gateway and a resultant play is analyzed as to a reason it
terminated.

10 adjust process operable to change a volume of the audio stream.

4. A play audio module as defined in claim 1, further comprising a jump forward process operable to jump forward to a specified position in the audio stream and a jump backward process operable to jump backward to a specified position in the audio stream.

process operable to allow the decomposed media gateway to specify or determine
20 the coder types supported thereby.

7. A play audio module as defined in claim 1, further comprising a text

conversion module operable to generate text-to-speech conforming to the SAPI specification.

8. A record audio module configured to be included in an audio resource function, comprising:

5 an audio record process operable to request a decomposed media gateway to record an audio stream in response to a received signal, wherein media recording is altered based on at least one signal traveling between the record audio module and the decomposed media gateway and a resultant media recording is analyzed as to a reason it terminated.

10 9. A record audio module as defined in claim 8, further comprising a record pause and resume process operable to pause audio record in response to a record pause request and to thereafter resume the audio record in response to a resume record request.

15 10. A record audio module as defined in claim 8, further comprising an append process operable to append a recording to an existing recording.

11. A record audio module as defined in claim 8, further comprising a format specifying process operable to specify the digital encoding format of a recording.

20 12. A record audio module as defined in claim 8, further comprising a recording location process operable to allow the decomposed media gateway to reference where the recording should be created.

13. A record audio module as defined in claim 8, further comprising a pause compression process (also referred to as a silence compression process) operable to detect and to eliminate periods of speech inactivity from a recording.

14. A record audio module as defined in claim 8, further comprising a record prompt tone generation process operable to generate a prompt tone that is either fixed or configurable.

15. A record audio module as defined in claim 8, further comprising a record analysis process operable to determine the length of audio recorded and to identify a record termination condition that caused a recording operation to stop.

16. A method of playing an audio stream, comprising:

providing a play audio module included in an audio resource function that is resident on an audio resource server, said play audio module having a play audio process;

communicating a request signal to the play audio process;

requesting a decomposed media gateway to play an audio stream in response to the request signal communicated to the play audio process;

altering media play based on at least one signal communicated between the play audio module and the decomposed media gateway; and

analyzing a resultant play as to a reason it terminated.

17. A method of playing an audio stream as defined in claim 16, wherein the altering includes providing a volume adjust process and operating the volume adjust process to change the volume of the audio stream.

18. A method of playing an audio stream as defined in claim 16, wherein the altering includes providing a play pause and resume process and operating the play pause and resume process to pause audio play in response to a play pause request and to thereafter resume the audio play in response to a resume play request.

19. A method of playing an audio stream as defined in claim 16, wherein the

altering includes providing a jump forward process and operating the jump forward process to jump forward to a specified position in the audio stream and providing a jump backward process and operating the jump backward process to jump backward to a specified position in the audio stream.

5 20. A method of playing an audio stream as defined in claim 16, wherein the altering includes providing a coder process and operating the coder process to specify or determine the coder types supported thereby.

21. A method of playing an audio stream as defined in claim 16, wherein the analyzing includes providing a play analysis process and operating to analyze a play
10 signal to determine a condition that caused the audio play to stop and communicate the condition to the decomposed media gateway.

22. A method of playing an audio stream as defined in claim 16, wherein the altering includes providing a text conversion process and operating the text conversion process to generate text-to-speech conforming to the SAPI specification.

15 23. A method of recording an audio stream, comprising:

 providing a record audio module included in an audio resource function that is resident on an audio resource server, said record audio module having a record audio process;

 communicating a request signal to the record audio process;

20 requesting a decomposed media gateway to record an audio stream in response to the request signal communicated to the record audio process;

 altering media record based on at least one signal communicated between the record audio module and the decomposed media gateway; and

 analyzing a resultant recording as to a reason it terminated.

24. A method of recording an audio stream as defined in claim 23, wherein the altering includes providing a record pause and resume process and operating the record pause and resume process to pause audio record in response to a record pause request and to thereafter resume the audio record in response to a resume record request.

25. A method of recording an audio stream as defined in claim 23, wherein the altering includes providing an append process and operating the append process to append a recording to an existing recording.

26. A method of recording an audio stream as defined in claim 23, wherein the altering includes providing a format specifying process and operating the format specifying process to specify the digital encoding format of a recording.

27. A method of recording an audio stream as defined in claim 23, wherein the altering includes providing a recording location process and operating the recording location process to reference where the recording should be created.

28. A method of recording an audio stream as defined in claim 23, wherein the altering includes providing a pause compression process and operating the pause compression process to eliminate periods of speech inactivity from a recording.

29. A method of recording an audio stream as defined in claim 23, wherein the altering includes providing a record prompt tone generation process and operating the record prompt tone generation process to generate a prompt tone that is either fixed or configurable.

30. A method of recording an audio stream as defined in claim 23, wherein the analyzing includes providing a record analysis process and operating the record analysis process to determine the length of audio recorded.

